

The logo for 'InviZimals The Alliance' is centered on the page. The word 'inviZimals' is in a stylized, blocky font with a blue-to-white gradient and a thick black outline. The letter 'Z' is a large, 3D red block with black diagonal stripes. Above the 'Z' is a yellow star with a black outline. Below 'inviZimals' is the word 'The Alliance' in a bold, red, sans-serif font with a thick black outline.

# **inviZimals™** **The Alliance**

INSTRUCTION MANUAL



Follow the on-screen instructions for more details about how to play this game.

The information in this manual was correct at the time of writing, but some small changes may have been made late in this game's development. All screenshots for this manual have been taken from the English version of the game.

This game can disable all of the networking features of your PlayStation®Vita system at specific areas. You can re-enable the network features by returning to the LiveArea™. When the network features are disabled, background downloading and chat are also disabled.





# SmartAR™

"SmartAR" is the registered trademark or trademark of Sony Corporation in Japan and other countries for the augmented reality technology developed by Sony Corporation.



# TOP SECRET

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BATTLE BRIEF:

FOR INVIZIMAL HUNTERS ONLY  
PLAYSTATION®VITA SYSTEM  
ENGLISH





# INVIZIMALS ON THE RUN




THIS INVIZIMAL COULD ONLY BE SEEN THROUGH A SPECIAL CAMERA. IT HAS THE STRENGTH OF BOTH A TIGER AND A SHARK.



Top scientists report that invisible creatures are flooding into our world. While Invizimals are normally friendly and appear in small groups, new evidence shows that their numbers are going up and that they are behaving strangely. While we still know very little about the mysterious creatures, Kenichi Nakamura, the talented scientist who leads a society called the Alliance, says that they are in danger and really need our help.

## EXTRACTOR INDUSTRIES MAKES LOTS OF MONEY





## SECRET MISSION MESSAGE

**MESSAGE:** INVIZIMALS NEED OUR HELP

**FROM:** INTERNATIONAL ALLIANCE HQ

HEY THERE INVIZIMAL HUNTER,

I'M KENICHI NAKAMURA, THE LEADER OF THE ALLIANCE. WE'RE ON THE HUNT TO FIND OUT EVERYTHING WE CAN ABOUT THE SECRET CREATURES THAT LIVE ALL AROUND US. RIGHT NOW, SOMETHING VERY STRANGE IS GOING ON AND WE NEED YOUR HELP.

### **YOUR MISSION**

THE ALLIANCE HAS CHOSEN YOU TO FIND OUT WHAT'S HAPPENED TO THE INVIZIMALS. HUNT AND CAPTURE ALL THE CREATURES YOU CAN AND BUILD THEM A HOME TO KEEP THEM SAFE FROM THEIR SNEAKY ROBOT ENEMIES.

GOOD LUCK!

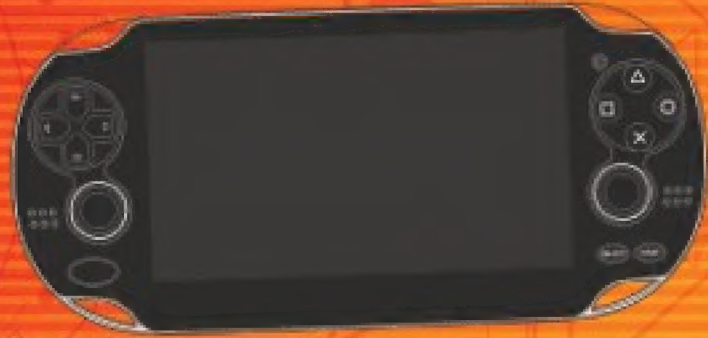
**KENI**





# YOUR INVIZIMALS KIT

EVERY GREAT INVIZIMAL HUNTER NEEDS THREE THINGS TO CAPTURE THOSE INVISIBLE CREATURES.



## YOU NEED

1. YOUR PLAYSTATION®VITA SYSTEM - IT GIVES YOU THE POWER TO SEE INVIZIMALS THAT NO ONE ELSE CAN SPOT. WELL DONE, I SEE YOU'VE ALREADY GOT YOURS.
2. A SET OF AR PLAY CARDS SO YOU CAN CAPTURE INVIZIMALS.
3. TO BE ON THE LOOKOUT FOR INVIZIMALS EVERYWHERE YOU GO - THINK HOW GREAT IT WOULD BE TO FIND ONE ON YOUR STREET, IN YOUR GARDEN OR EVEN IN YOUR LIVING ROOM.

## NEED EXTRA AR PLAY CARDS?

NO PROBLEM! INVIZIMAL HUNTERS LIKE US OFTEN NEED A SPARE SET. DOWNLOAD AND PRINT THEM FOR FREE FROM THIS WEBSITE: [HTTP://US.PLAYSTATION.COM/PSVITA/APPS/PSVITA-APP-AR.HTML](http://us.playstation.com/psvita/apps/psvita-app-ar.html)



## MAIN MENU

YOUR MISSION STARTS HERE. TAP "STORY MODE" TO JOIN US ON AN ADVENTURE TO SAVE THE INVIZIMALS.

## STORY MODE

DIVE STRAIGHT INTO THE HUNT FOR INVIZIMALS.

## QUICK BATTLE

BATTLE INVIZIMALS TO MAKE THEM STRONGER.

## MULTIPLAYER

BATTLE OTHER INVIZIMAL HUNTERS WHEREVER YOU ARE:

- TAKE ON FRIENDS WHO ARE PLAYING NEARBY IN AD-HOC MODE
- SHARE CREATURES AND STAGE BATTLES WITH PLAYERS OF *INVIZIMALS™: THE LOST KINGDOM* ON THEIR PLAYSTATION®3 SYSTEM USING CROSS-PLAY
- OR CHALLENGE OTHERS ONLINE BY CONNECTING TO PSN®.

## OPTIONS

FIND OUT MORE ABOUT INVIZIMALS OR CHANGE YOUR GAME SETTINGS.



### ALLIANCE DISCOVERY: INVIZIMALS LOVE COLOR

INVIZIMALS ARE THE MOST HAPPY WHEN THEY ARE CLOSE TO BRIGHT THINGS THAT REMIND THEM OF THEIR OWN WORLD. THAT'S WHY YOU CAN OFTEN FIND THEM HIDING IN COLORFUL PLACES.



# GAME SCREEN

THIS IS THE OUTPOST WHERE YOU MUST BUILD A SAFE HOME FOR YOUR INVIZIMALS. THEY WILL NEED PLACES TO BATTLE, EAT, PLAY AND HAVE FUN.



## PLAYER PROFILE

CHECK OUT WHAT YOU'VE DONE SO FAR.



## SPARKS

SEE HOW MANY SPARKS YOU'VE EARNED IN BATTLES.



## AR SWITCH

TURN AUGMENTED REALITY ON TO SEE THE INVIZIMALS IN YOUR WORLD.



## ALLIANCE DISCOVERY: ROBOTS SPOTTED

ROBOT ACTIVITY HAS BEEN REPORTED IN YOUR AREA. BE READY TO DEFEND THE OUTPOST IF THEY ATTACK.





## HOW TO HUNT INVIZIMALS

TAP "**STORY MODE**" AND FOLLOW THE ON-SCREEN INSTRUCTIONS FROM KENI AND OTHER ALLIANCE MEMBERS TO HUNT FOR INVIZIMALS. EACH CREATURE IS DIFFERENT - SOME INVIZIMALS POP OUT WHEN YOU SHOUT THEIR NAME, OTHERS HIDE NEAR COLORFUL OBJECTS.

## HOW TO CAPTURE INVIZIMALS

AS AN INVIZIMAL HUNTER, YOU CAN USE YOUR PLAYSTATION®VITA SYSTEM TO CAPTURE CREATURES IN LOTS OF DIFFERENT WAYS. FOLLOW THE ON-SCREEN INSTRUCTIONS TO SHAKE WILD BEASTS OUT OF BUSHES, CALL INVIZIMALS TO YOU USING THE MICROPHONE OR USE THE REAR CAMERA TO X-RAY HURT CREATURES. THE MORE YOU HUNT, THE MORE CAPTURES YOU'LL GET TO TRY OUT.

### ALLIANCE DISCOVERY: WILD INVIZIMALS

SOME INVIZIMALS ARE TOO WILD TO BE CAPTURED WITH AR PLAY CARDS. WHEN YOU SPOT ONE, WE'LL TELL YOU HOW TO CAPTURE IT, BUT MAKE SURE YOU KEEP LOOKING AT THE POINT WHERE THE INVIZIMAL APPEARS OR IT MIGHT VANISH.



WHEN THE ALLIANCE TELLS YOU, HUNT FOR BANTAM BY CALLING HIS NAME.

## AR PLAY CARDS

MOST INVIZIMALS CAN BE CAPTURED WITH AN AR PLAY CARD. FOLLOW THE ON-SCREEN INSTRUCTIONS AND THESE TIPS TO CATCH THEM QUICKLY.

- CHECK THERE'S NOTHING BETWEEN YOUR REAR CAMERA AND AR PLAY CARD.
- PLACE YOUR AR PLAY CARD SOMEWHERE WHERE THERE'S LOTS OF LIGHT.
- TRY NOT TO FOLD, CREASE OR WRITE ON YOUR AR PLAY CARDS.





### HOW TO TRAIN INVIZIMALS

MOST OF THE INVIZIMALS THAT YOU FIND WILL BE PUPS. BATTLE THEM AS OFTEN AS YOU CAN TO MAKE THEM BIGGER AND STRONGER SO THAT THEY LEVEL UP AND EVOLVE INTO MIGHTY BEASTS.

### HOW TO BATTLE INVIZIMALS

INVIZIMALS LOVE TO BATTLE EACH OTHER AND SHOW OFF THEIR SPECIAL COMBAT MOVES. TELL YOUR INVIZIMAL WHICH ATTACK TO USE BY TAPPING THE ICONS ON THE TOUCHSCREEN OR PRESSING THE X, Δ, ○ OR □ BUTTONS.



# BATTLE CONTROLS

X BUTTON:  
△ BUTTON:  
○ BUTTON:  
□ BUTTON:  
LEFT STICK:  
RIGHT STICK:  
D-PAD BUTTON:  
C-BUTTON:

ATTACK  
STRONG ATTACK  
ATTACK  
QUICK ATTACK  
MOVE INVIZIMAL  
ROTATE CAMERA  
CHANGE TARGET (ONLY WHEN BATTLING  
MORE THAN ONE INVIZIMAL)  
DEFEND

↑ BUTTON:  
↓ BUTTON:  
← BUTTON:  
→ BUTTON:  
START BUTTON:

LOOK THROUGH VECTORS  
LOOK THROUGH VECTORS  
SWITCH INVIZIMAL  
USE VECTOR  
PAUSE

ALTERNATIVELY, TAP THE ICONS ON THE BOTTOM  
RIGHT-HAND CORNER OF THE TOUCHSCREEN TO ATTACK.

SOME INVIZIMALS CAN ALSO LAUNCH SPECIAL BATTLE COMBOS. COLLECT  
Z-SPARKS DURING BATTLES TO FILL UP YOUR INVIZIMAL'S Z-METER.

## HEALTH AND STAMINA BAR

**HEALTH = GREEN BAR**

AN INVIZIMAL'S HEALTH GOES DOWN WHEN IT'S ATTACKED.  
TAKE A HEALTH VECTOR INTO BATTLE TO TOP UP YOUR  
INVIZIMAL'S HEALTH.

**STAMINA = BLUE BAR**

LAUNCHING BIG ATTACKS AND SHIELDING YOUR INVIZIMAL USES  
UP ITS STAMINA. STAMINA WILL GO UP AGAIN ON ITS OWN AFTER  
A WHILE, BUT IF YOU CAN'T WAIT, TAKE A STAMINA VECTOR INTO  
BATTLE TO TOP IT UP STRAIGHT AWAY.



**HEALTH = GREEN BAR**

**STAMINA = BLUE BAR**



# SPARKS AND VECTORS

## SPARKS



INVIZIMALS ARE MADE FROM PURE ENERGY, SO SPARKS REALLY FLY WHEN THEY BATTLE EACH OTHER. COLLECT SPARKS DURING BATTLES SO YOU CAN TRADE AND SELL THEM AT THE MARKETPLACE FOR VECTORS.

## VECTORS



VECTORS HELP YOUR INVIZIMALS DURING FIGHTS. SOME VECTORS GIVE YOUR CREATURES HEALTH SO THEY CAN BATTLE FOR LONGER. WHILE OTHER VECTORS LET THEM UNLEASH SPECIAL ATTACKS.

PICK VECTORS BEFORE YOU BATTLE AND THEN FOLLOW THE ON-SCREEN INSTRUCTIONS TO USE THEM AT JUST THE RIGHT TIME. CHECK OUT THE CATALOGUE OF VECTORS UNDER YOUR PLAYER PROFILE TO FIND OUT WHAT EACH ONE DOES.





# BATTLE OTHER INVIZIMAL HUNTERS

## MULTIPLAYER BATTLES

TEAM UP WITH FRIENDS WHO HAVE INVIZIMALS™. THE ALLIANCE ON THEIR PLAYSTATION®VITA SYSTEMS TO STAGE EPIC BATTLES WITH UP TO FOUR PLAYERS.

## CROSS-PLAY ACTION

ANYONE WHO HAS INVIZIMALS™. THE ALLIANCE ON THE PLAYSTATION®VITA SYSTEM OR INVIZIMALS™. THE LOST KINGDOM ON THE PLAYSTATION®3 SYSTEM CAN TRADE MORE INVIZIMALS WITH EACH OTHER AND TAKE PART IN FRANTIC FOUR-PLAYER BATTLES.



## ALLIANCE DISCOVERY: MUSICAL MONSTERS

INVIZIMALS LOVE MUSIC. METALMUTT LOVES TO ROCK OUT TO HEAVY METAL. MAYBE YOU'LL GET A CHANCE TO BEAT OUT SOME FUNKY RHYTHMS WITH YOUR OWN INVIZIMALS.

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For more information on this  
game please visit

[www.playstation.com](http://www.playstation.com)



PlayStation®



## **WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**



## **USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



# GAME CARD PRECAUTION – PART 1

**Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.**

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.





# GAME CARD PRECAUTION – PART 2



**Do not use or store the game card in the following locations or under the following conditions:**

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

**The data on the game card may be lost or corrupted in the following situations:**

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



## **DISCLOSURE REGARDING USE OF LOCATION DATA**

This game interacts with other applications that use location data (such as “near”).

To turn off location data, go to [Settings] > [Location Data].



## **GAME CARD NOTICE – PART 1**

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.



## GAME CARD NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
  - Reorient or relocate the receiving antenna.
  - Increase the separation between the equipment and receiver.
  - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
  - Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



## GAME CARD LIMITED WARRANTY

SCEA warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of one (1) year from the date of purchase. This warranty does not apply to any consumables (such as batteries). For defects in material or workmanship within the warranty period, upon showing a proof of purchase, SCEA agrees for a period of one (1) year to either repair or replace this product with a new or factory recertified product at SCEA's option. For the purpose of this Limited Warranty, "factory recertified" means a product that has been returned to its original specifications.

Visit [www.us.playstation.com/support](http://www.us.playstation.com/support) or call 1-800-345-7669 to receive a return authorization and shipping instructions. This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or means other than from a defect in materials or workmanship.



## GAME CARD LIMITED WARRANTY

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province.

This warranty is valid only in the United States and Canada.



**Consumer Service/Technical Support Line**

**1-800-345-7669**

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6AM– 8PM  
and Sunday 7AM – 6:30 PM Pacific Standard Time.



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NOTE: IF YOU ARE A UNITED STATES RESIDENT OR A RESIDENT OF A COUNTRY IN NORTH, CENTRAL OR SOUTH AMERICA, TO THE FULLEST EXTENT PERMITTED BY LAW, THIS AGREEMENT CONTAINS A BINDING INDIVIDUAL ARBITRATION AND CLASS ACTION WAIVER PROVISION IN SECTION 6 THAT AFFECTS YOUR RIGHTS UNDER THIS AGREEMENT AND WITH RESPECT TO ANY "DISPUTE" (AS DEFINED IN SECTION 6) BETWEEN YOU AND A SONY ENTITY (AS DEFINED IN SECTION 6). YOU HAVE A RIGHT TO OPT OUT OF THE BINDING ARBITRATION AND CLASS ACTION WAIVER PROVISIONS AS DESCRIBED IN SECTION 6.

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**5. MISCELLANEOUS.** This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. If the binding arbitration terms of Section 6 do not apply or are not enforceable on any Dispute, both parties submit to personal jurisdiction in California and further agree that such Dispute shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein. Sections 4, 5 and 6 survive the termination of this Agreement.

**IF LICENSOR IS SCEA, SECTIONS 6 AND 7 APPLY.**

**6. BINDING INDIVIDUAL ARBITRATION FOR CERTAIN RESIDENTS.**

- a. The following terms in this Section 6, to the fullest extent permitted under law, only apply to you if you are a resident of the United States or a country in North, Central or South America.



b. The term "Dispute" means any dispute, claim, or controversy between you and SCEA or any Sony affiliate ("Sony Entity") regarding the use of the Software, whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, and includes the validity, enforceability or scope of this Section 6 (with the exception of the enforceability of the Class Action Waiver clause below). "Dispute" has the broadest possible meaning that will be enforced.

c. If you have a Dispute (other than one described as excluded from arbitration below) with any Sony Entity or a Sony Entity's officers, directors, employees and agents ("Adverse Sony Entity") that cannot be resolved through negotiation as required below, you and the Adverse Sony Entity must seek resolution of the Dispute only through arbitration of that Dispute according to Section 6's terms, and not litigate that Dispute in court. Arbitration means that the Dispute will be resolved by a neutral arbitrator instead of in a court by a judge or jury.

d. YOU AND THE SONY ENTITY AGREE THAT ANY CLAIM FILED BY YOU OR BY A SONY ENTITY IN SMALL CLAIMS COURT IS NOT SUBJECT TO THE ARBITRATION TERMS CONTAINED IN THIS SECTION 6.



e. IF YOU DO NOT WISH TO BE BOUND BY THE BINDING ARBITRATION AND CLASS ACTION WAIVER IN THIS SECTION 6, YOU MUST NOTIFY SCEA IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT. YOUR WRITTEN NOTIFICATION MUST BE MAILED TO SONY COMPUTER ENTERTAINMENT AMERICA LLC, 2207 BRIDGEPOINTE PARKWAY, SAN MATEO, CA 94404, ATTN: LEGAL DEPARTMENT - WAIVER, AND MUST INCLUDE: (1) YOUR NAME, (2) YOUR ADDRESS, (3) YOUR SIGN IN ID IF YOU HAVE ONE, AND (4) A CLEAR STATEMENT THAT YOU DO NOT WISH TO RESOLVE DISPUTES WITH ANY SONY ENTITY THROUGH ARBITRATION.

f. IF YOU HAVE A DISPUTE WITH ANY SONY ENTITY, YOU MUST SEND WRITTEN NOTICE TO SONY COMPUTER ENTERTAINMENT AMERICA LLC, 2207 BRIDGEPOINTE PARKWAY, SAN MATEO, CA 94404, ATTN: LEGAL DEPARTMENT – DISPUTE RESOLUTION, TO GIVE THE ADVERSE SONY ENTITY AN OPPORTUNITY TO RESOLVE THE DISPUTE INFORMALLY THROUGH NEGOTIATION.

g. You agree to negotiate resolution of the Dispute in good faith for no fewer than 60 days after you provide notice of the Dispute. If the Adverse Sony Entity does not resolve your Dispute within 60 days from its receipt of notice of the Dispute, you or the Adverse Sony Entity may pursue your claim in arbitration pursuant to the terms in this Section 6.



h. ANY DISPUTE RESOLUTION PROCEEDINGS, WHETHER IN ARBITRATION OR COURT, WILL BE CONDUCTED ONLY ON AN INDIVIDUAL BASIS AND NOT IN A CLASS OR REPRESENTATIVE ACTION OR AS A NAMED OR UNNAMED MEMBER IN A CLASS, CONSOLIDATED, REPRESENTATIVE OR PRIVATE ATTORNEY GENERAL ACTION, UNLESS BOTH YOU AND THE ADVERSE SONY ENTITY SPECIFICALLY AGREE TO DO SO IN WRITING FOLLOWING INITIATION OF THE ARBITRATION.

i. If you or the Adverse Sony Entity elect to resolve your Dispute through arbitration, the party initiating the arbitration proceeding may initiate it with the American Arbitration Association ("AAA"), [www.adr.org](http://www.adr.org), or JAMS, [www.jamsadr.com](http://www.jamsadr.com). This Section 6's terms govern if they conflict with the rules of the arbitration organization that the parties select.

j. The Federal Arbitration Act ("FAA") governs the arbitrability of all disputes involving interstate commerce. However, applicable federal or state law may also apply to the substance of a Dispute. For claims of less than \$75,000, the AAA's Supplementary Procedures for Consumer-Related Disputes ("Supplementary Procedures") apply including the schedule of arbitration fees set forth in section C-8 of the Supplementary Procedures; for claims over \$75,000, the AAA's Commercial Arbitration Rules and relevant fee schedules for non-class action proceedings apply.



- k. The AAA rules are available at [www.adr.org](http://www.adr.org) or by calling 1-800-778-7879. Further, if your claims do not exceed \$75,000 and you provided notice to and negotiated in good faith with the Adverse Sony Entity as described above, if the arbitrator finds that you are the prevailing party in the arbitration, you will be entitled to recover reasonable attorneys' fees and costs as determined by the arbitrator, in addition to any rights to recover the same under controlling state or federal law afforded to the Adverse Sony Entity or you.
- l. The arbitrator will make any award in writing but need not provide a statement of reasons unless requested by a party. The arbitrator's award will be binding and final, except for any right of appeal provided by the FAA, and may be entered in any court having jurisdiction over the parties for purposes of enforcement.
- m. You or the Adverse Sony Entity may initiate arbitration in either San Mateo County, California or the county in which you reside. If you select the county of your residence, the Adverse Sony Entity may transfer the arbitration to San Mateo, County if it agrees to pay any additional fees or costs you incur as a result of the change in location as determined by the arbitrator.
- n. If any clause within this Section 6 (other than the Class Action Waiver clause above) is illegal



or unenforceable, that clause will be severed from this Section 6, and the remainder of this Section 6 will be given full effect. If the Class Action Waiver clause is found to be illegal or unenforceable, this entire Section 6 will be unenforceable, and the Dispute will be decided by a court.

o. This Section 6 survives this Agreement's termination.

7. **QUESTIONS, COMPLAINTS OR CLAIMS.** You may submit any claims with respect to SCEA Software to: Sony Computer Entertainment America LLC, 2207 Bridgepointe Parkway, San Mateo, CA 94404, ATTN: Legal Department. You may submit any questions and complaints with respect to SCEA Software to Customer Support ([https://support.us.playstation.com/app/contact\\_options](https://support.us.playstation.com/app/contact_options)).

8. **USE OF UNAUTHORIZED PRODUCTS.** The use of software, peripherals or other products not authorized by SCEA may damage your PlayStation system and / or invalidate your PlayStation system warranty. Only official or licensed software and peripherals should be used with your PlayStation system (e.g., in the controller ports and memory card slots).



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